

Students' Perception of Online Game "Criminal Case" for Vocabulary Learning

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Abstract

Vocabulary is an important element when learning a foreign language. However, there are issues of vocabulary learning in traditional approaches, where students only learn passively through the teacher's explanations. This issue could be tackled by the use of games and with the advancement of technology, computer games offer the best solution. This study aimed at examining students' perceptions toward the use of an online game, named Criminal Case, for vocabulary learning. The Criminal Case Online Game is a game that required the players to play with words as the instruction in finding the right objects in the game. In order to find out how such game could support the learning, 12 students of the English Language Education Department of SatyaWacana Christian University were asked to play the game and afterwards interviewed. The results of this study revealed that the students showed positive responses toward the use of the game for their vocabulary learning. The participants' underlying reasons toward the game and how could this game could help in learning vocabulary were discussed based on their perceptions. The discussion of the results was divided into 2 main themes including sub-themes in each. For the first main theme, pedagogical benefits, the sub-themes were learning through pictures, enrich vocabulary, and alternative tool. Meanwhile, for the second main theme, psychological benefits, the sub-themes were fun learning and increase students' motivation.

Keywords: *vocabulary learning, vocabulary learning tool, online game, students' perceptions.*
